

Listing of Claims

What is claimed is:

- 1 - 2. (canceled)
3. (previously presented) The system of claim 21 wherein said user interface includes a mouse.
4. (previously presented) The system of claim 21 wherein said user interface includes a touch sensitive screen.
5. (previously presented) The system of claim 21 wherein said user interface includes a stylus.
6. (previously presented) The system of claim 21 wherein said user interface includes an audio input.
- 7 - 11. (canceled)
12. (previously presented) The system of claim 21 wherein the system includes remotely accessible information regarding the sports contest and wherein said computer is programmed to obtain said remotely accessible information prior to commencement of the sports event and to store said information in said database.
13. (previously presented) The system of claim 21 wherein the computer is programmed to send information regarding the sports contest to remote computers.
- 14 - 17. (canceled)
18. (previously presented) The system of claim 21 further comprising a reporting module operable to interact with a user through said user interface to interactively access information from said database to produce reports related to said sports contest.
19. (original) The system of claim 18 further comprising a recording portion that stores a recording of the sports contest, said recording being time synchronized with the data stored in said database.
20. (previously presented) The system of claim 21 further comprising a location sensing portion and said computer program further comprising a motion module, said location sensing portion operable to relay spatial position information related to the sports contest to said motion module, said motion module operable to translate said

spatial position information into data related to the sports contest storable in said database.

21. (currently amended) A system for real-time tracking and recording events of a sports contest with a primary object of play, the sports contest including offensive and defensive competitive interaction between at least a first team and a second team in opposition therewith, each team having at least one player, comprising:

at least one computer including a processor portion, and a user interface portion, said computer interactively operable with a user under control of a computer program associated with said processor portion thereof,

a computerized database accessible through said computer program, said database including information therein indicative of recorded events of the sports contest,

said computer program including a game module for controlling entry by the user of information during the sports contest, said game module operable to interpret the information regarding sports contest activities selectably entered by the user,

said computer programmed for:

- a. receiving from said user interface, one or more types of possession input related to a plurality of events of the sports contest, said possession input indicating the player in possession of the primary object of play,
- b. interpreting said possession input from said user interface and determining an event based ~~solely~~ on said possession input,
- c. receiving from said user interface, one or more types of event input related to a plurality of events of the sports contest,
- d. interpreting said event input from said user interface, and
- e. storing data representative of said events based on possession input and said events based on event inputs in said database.

22. (canceled)

23. (currently amended) A system for tracking and recording events of a fast paced or timed sports contest in real-time, the sports contest including a primary object of play and offensive and defensive competitive interaction between at least a first team and a second team in opposition therewith, each team having at least one player, comprising:

at least one computer user interface including a processor portion, a display portion, and an information entry portion, said computer user interface interactively operable with a user under control of a computer program,

a computerized database accessible through said computer program and said computer user interface,

said computer program including a game module operable for translating a series of user inputs into a series of sports contest events,

said computer user interface operable in accordance with said game module for:

- a. accepting from the user at least one entry representative of information related to a plurality of events of the sports contest, the at least one entry representative of information including an officiating indication, a player in possession of the primary object of play, or an event,
- b. interactively responding to the at least one entry of the user and communicating therewith to establish a particular event ~~by~~:
 1. from a first set of events by deducing the particular event based ~~solely~~ on one entry or a series of entries representative of the player in possession of the primary object of play, ~~or~~
 2. from a second set of events by deducing the particular event based on at least one entry representative of the player in possession of the primary object of play and a different event, ~~or~~
 3. from a third set of events by interactively eliciting and responding to additional entries representative of information related to the plurality of events from the user by displaying, for selection by the user, additional choices based on the at least one entry until the particular event is determined, ~~or and~~
 4. from a fourth set of events by recognizing the at least one entry as the particular event,

- c. displaying the particular event for verification by the user,
- d. storing the particular event in said database.

24. (canceled)

25. (currently amended) A method for tracking and recording events of a fast paced or timed sports contest in real-time, the sports contest including a primary object of play and offensive and defensive competitive interaction between at least a first team and a second team in opposition therewith, each team having at least one player, comprising the steps of:

providing at least one computer user interface including a processor portion, a display portion, and an information entry portion, said computer user interface interactively operable with a user under control of a computer program,

providing a computerized database accessible through said computer program and said computer user interface,

said computer program including a game module operable for translating a series of user inputs into a series of sports contest events,

said computer user interface operable in accordance with said game module to perform the steps of:

- a. accepting from the user at least one entry representative of information related to a plurality of events of the sports contest, the at least one entry representative of information including an officiating indication, a player in possession of the primary object of play, or an event,
- b. interactively responding to the at least one entry of the user and communicating therewith to establish a particular event ~~by~~:

- 1. from a first set of events by deducing the particular event based ~~solely~~ on one entry or a series of entries representative of the player in possession of the primary object of play, ~~or~~
- 2. from a second set of events by deducing the particular event based on at least one entry representative of the player in possession of the primary object of play and a different event, ~~or~~
- 3. from a third set of events by interactively eliciting and responding to additional entries representative of information related to the

plurality of events from the user by displaying, for selection by the user, additional choices based on the at least one entry until the particular event is determined, ~~or~~ and

4. from a fourth set of events by recognizing the at least one entry as the particular event,
 - c. displaying the particular event for verification by the user,
 - d. storing the particular event in said database.

26.(previously presented) A system for real-time tracking and recording during continuous play activity of fast-paced events in a team sports contest involving movement by cooperative actions of team members of a game object for the purpose of securing a team score by advancing the game object to or through a goal object, including the automated determination and recordation of certain non-scoring events that occur during the course of the team sports contest, based upon the input by a user of identification information of team members who effect movement of the game object, without the necessity for operator input specifically identifying the occurrence of such non-scoring events, comprising:

a computer including a processor portion and a user interface portion,

a database, associated with and accessible by said computer, in which information regarding the team sports contest can be recorded, including information indicative of the game status of the team sports contest at given points in time,

said computer being operable to enable and control interactive communication between said computer and a user during the course of the team sports contest and being responsive to user inputs at said user interface portion to update the information recorded in said database and the game status of the team sports contest, said user inputs including the identification of specific events, including specific scoring events, as well as inputs during the course of the team sports contest providing identification information of team members effecting movement of the game object without other identification of an associated event,

said processor portion of said computer having a computer program associated therewith for controlling the operation of said computer, said computer program having a

game module portion associated therewith including information specific for such team sports contest,

said computer operable in accordance with said game module portion to associate with certain user inputs that provide identification information of team members who effect movement of the game object, under game status conditions at such times, particular non-scoring events,

said computer programmed to

- a. recognize during continuous play activity certain user inputs selectably made by a user at said interface portion of said computer providing identification information of team members effecting movement of the game object, under certain game status conditions, as being associated with the occurrence of particular non-scoring events in the team sports contest,
- b. establish the occurrences of such particular non-scoring events at such points in time during the course of the continuous play activity of the team sports contest,
- c. store within said database data representative of the occurrences of said established events at such points in time during the course of the continuous play activity of the team sports contest,

whereby a user can effect, during the course of the continuous play activity of a fast-paced team sports contest, the tracking and recording of actions relative to the movement of a game object by and among the members of the teams and the possession and advancement towards a score of the game object by the teams without the necessity for separate, specific inputs by a user identifying all the separate, specific non-scoring events occurring.

27.(previously presented) The system of claim 26 wherein said computer is programmed, upon user inputs providing identification information of first and second team members during the course of the continuous play activity of the team sports contest with no intervening input by a user of other game object information to associate

therewith the occurrence of a movement of the game object from the first team member to the second team member.

28.(previously presented) The system of claim 26 wherein said computer is programmed, upon user inputs providing, first, identification information of a team member of a first team and, thereafter, identification information of a team member of a second team during the course of the team sports contest, with no intervening input by a user of other game object information, to associate therewith the occurrence of a movement of the game object from the team member of the first team to the team member of the second team member and the occurrence of a change in possession of the game object.

29.(previously presented) The system of claim 26 wherein said computer is programmed, upon user inputs identifying the occurrence of a score, to accord the achievement of such score to the team member whose identification information was most recently provided as a user input by the user.

30.(previously presented) The system of claim 26 wherein the team sports contest has a playing area with opposed goal objects each defended by a given team and said game module includes information specific to such team sports contest.

31. (previously presented) The system of claim 30 wherein the goal objects of such team sports contest are located near opposed ends of the playing area and said user inputs include identification of the movement of the game object to or through the goal object.

32. (previously presented) The system of claim 31 wherein the team sports contest is a basketball game, the playing area is a basketball court, and the game object is the basketball, and the baskets at the opposite ends of the basketball court are the goal objects, and wherein said user inputs include at least shots, scores, and team member identifications corresponding to team members in possession of the basketball.

33. (previously presented) A system for real-time tracking and recording of events in a basketball game, comprising:

a computer having a processor portion, a user input portion, and a display portion, a database, associated with and accessible by said computer, in which information regarding the team sports contest can be recorded, including information indicative of the game status of the basketball game at given points in time,

said computer being operable to enable and control interactive communication between said computer and a user during the course of the team sports contest and being responsive to user inputs at said user interface portion to update the information recorded in said database and the game status of the basketball game,

said processor portion of said computer having a game module portion associated therewith including an associated computer program for controlling the operation of said computer during the course of the basketball game and the display of said computer at said display portion of certain game information as the game status changes, the particular display presented to a user at a given point in time during the basketball game indicating the selections then available to the user in accordance with the game status at such given point in time,

said selections available to the user at various points in time including play commencement and play interruption inputs, selection by a user of a play commencement input effecting recognition by the computer of a continuous play game status, selection by a user of a play interruption input effecting recognition by the computer of a game interruption status,

said user inputs available during continuous game play status including input entries providing identification information of team members effecting movement of the basketball during such continuous play,

user input of identification information of a team member of a first team followed by user input of identification information of a second team member of the first team during such continuous play, with no intervening input by a user of other possible user inputs, establishing the occurrence of a movement of the basketball from the first team member of the first team to the second team member of the first team,

user input of identification information of a team member of a first team followed by user input of identification information of a team member of the second team during such continuous play, with no intervening input by a user of other possible user inputs, establishing the occurrence of a movement of the basketball from the team member of the first team to the team member of the second team member and the occurrence of a change in possession of the basketball,

whereby a user can effect, during the course of fast-paced continuous play in a basketball game, the tracking and recording of actions relative to the movement of the basketball by and among the members of the teams and the possession of the basketball by the teams.

34. (previously presented) The system of claim 33 wherein said selections available to the user at various points in time include shot and score entries, selection by a user of a shot input effecting recognition by the computer of the occurrence of a shot by a team member previously determined to be in possession of the basketball by entry of a user input providing identification information for a team member, selection by a user of a score input effecting recognition by the computer of the occurrence of a score upon a shot.

35. (previously presented) The system of claim 34 wherein said selections available to the user upon the occurrence of a score include score value entries for identifying the value of the score.

36. (previously presented) The system of claim 33 wherein said selections available to the user during continuous play include a whistle input entry, said whistle input entry constituting at least one game interruption entry.

37. (previously presented) A system for real-time tracking and recording events of a sports contest with a primary object of play, the sports contest including offensive and defensive competitive interaction between at least a first team and a second team in opposition therewith, each team having at least one player associated therewith, comprising:

at least one computer including a processor portion and a user interface portion including a display, the computer interactively operable with a user under control of a computer program associated with the processor portion thereof; and

a computerized database accessible through the computer program, the database including information therein related to the at least first and second teams, the respective players associated therewith, and the events of the sports contest;

the computer program operable for:

- a. receiving and interpreting inputs related to a plurality of events of the sports contest from the user interface, the inputs including possession inputs indicating the player in possession of the primary object of play, event inputs, and officiating inputs;
- b. responsively determining an event based on successive possession inputs without an intervening event input or officiating input,
- c. responsively determining an event based on the possession input and a different event input or officiating input;
- d. determining an event based on the event input;
- e. interactively prompting the user responsive to the officiating input, for additional input and determining an event based on the officiating input and the additional input; and
- f. storing data representative of the determined events in the database.

38. (previously presented) The system of claim 37 wherein the computer program is further operable for determining the status of the sports contest at any given point in time based on previous possession, event and officiating inputs and the determination effected in accordance with step b is effected based only upon the status and the possession input entered in step a.